Course: CS3532 : Internet Programming

Description: A study of the Internet programming techniques using Java. Topics include XHTML, XML, Servlets, Java ServerPages (JSP), Model-View-Controller (MVC) design, Enterprise Java Beans (EJB), SOAP, and Web Services. All programming is in XHTML/XML and Java.

Room/Time: Room 439; 10:20-12:25 MTWR (notice change)

Instructor Barry L. Kurtz (www.cs.appstate.edu/~blk)
Office/Phone 119 CAP Bldg., 828-262-7008
Office hours MTWR 9:00 – 10:00 and MTW 2:00-3:30


Grading Policy:
- In Lab programming exercises 15%
- After Lab programming exercises 15%
- Project 20%
- Midterm Exam 20%
- Final Exam 30%

These percentages represent guidelines and may vary during the semester.

Programming Assignments
All programming will be completed in XHTML/XML and/or Java. You will have about 60 minutes each class period to complete the In Lab exercises; the After Lab exercises will be due by the start of the next class.

Project: The project will involve building web services that process and expose scientific data. You will be allowed to choose your project domain with approval of the instructor. Details about example projects and a schedule of activities are provided in a separate document.

Course Objectives
1. Learn XHTML/XML to generate web pages
2. Learn server side software such as servlets and Java ServerPages
3. Learn Model-View-Controller design and Enterprise JavaBeans
4. Learn about SOAP and Web Services

FINAL EXAM: Thursday, August 2, 2007 10:20-12:25
Teaching Philosophy
Materials will be taken from your textbook and from other sources. Lecture notes will be available on the instructor’s website (http://www.cs.appstate.edu/~blk/). Exams will be based on lecture materials, exercises, lab activities and programming assignments. There will be a strong emphasis on object-oriented programming, server-side software and client-server programming.

Attendance Policy
All students are expected to attend class unless absent with a valid, documented excuse, such as a note from the infirmary. More than two unexcused absences will result in failure in the course.

Program Submission Policy
All programs will be submitted via the student machine on the UNIX system using the following command:

```
submit blk <directory> <files>
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The lab names will be sequential: cs3532-lab01, cs3532-lab02, and so forth. The project is cs3532-project. When appropriate, submit code in a single jar file or zip file. You must include all source code in your submissions.

Late Submission Policy
No programs, exercises, or other course components will be accepted late unless accompanied by a valid, documented excuse, such as a note from the infirmary.

Communications Policy
Your email account on the “student” machine will be used to communicate detailed course information. You are required to check your email once a day during the school week.

Collaboration Policy
PROGRAMMING ASSIGNMENTS
Discussion of the assignment with the instructor is encouraged. Discussion of the assignment requirements in a natural language (e.g., English) with fellow students is allowed, but sharing code in any manner (files, printouts, screen images) is forbidden unless it is a group assignment, in which case you can share with group members.

EXAMS
No discussion of any kind, except with the instructor, is allowed during exams. Access to books, notes or other material is strictly forbidden.